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INTERACTIVE

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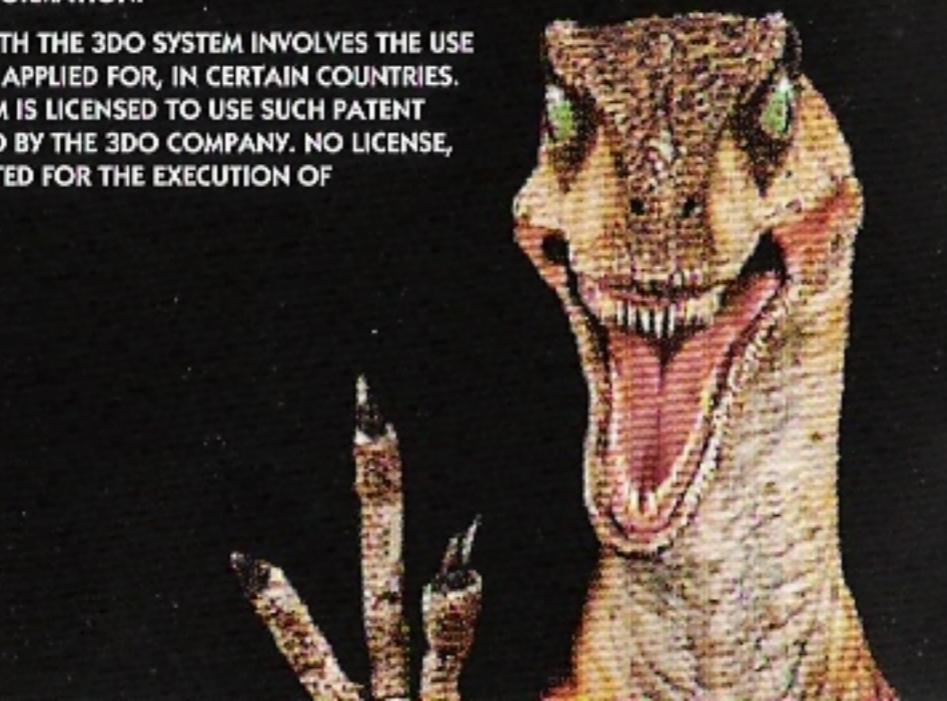
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JURASSIC PARK

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JURASSIC PARK INTERACTIVE

Welcome to Jurassic Park

Jurassic Park is the most incredible theme park of all time—65 million years in the making. It's an ancient world of mist-enshrouded jungles where living dinosaurs roam in their natural habitats. Amazing biotech advances have made one man's dream a reality... here in Jurassic Park.

Jurassic Park is located on Isla Nublar, an island off the coast of Costa Rica. The park was conceived and built by John Hammond, a fabulously wealthy dinosaur fanatic. Hammond's company, InGen Corporation, leased Isla Nublar from the Costa Rican government and has spent the last five years setting up a biological preserve.

Hammond discovered and perfected a technique for recovering and cloning dinosaur DNA, realizing one of mankind's most thrilling fantasies. Dinosaurs now roam the world's newest theme park. Jurassic Park's attractions are not rides but experiences with living, breathing ancient reptiles. The prehistoric creatures include the vicious and intelligent Velociraptor, the Dilophosaurus (or Spitter) with its deadly venom, and, of course, the most ferocious of all, the Tyrannosaurus Rex, or T-Rex.

A Dream in the Making

Hammond must overcome one obstacle before his theme park can open. Some of his investors are getting cold feet and want the park checked out first—to make sure it's safe. Hammond and his attorney, Donald Gennaro, and other investors, have assembled a team of experts to spend a weekend at the park to give it their approval. These experts include paleontologist Dr. Alan Grant and paleobotanist Dr. Ellie Sattler, as well as Dr. Ian Malcolm, mathematician. Malcolm believes the unknowns of bioengineering are too complex and therefore Hammond's venture is bound to fail. Hammond is confident the specialists he's invited for a preview will give Jurassic Park the go-ahead to open to the public. Also along for the ride are Hammond's grandchildren, Tim and Lex.

Dangerous Dilemmas

One thing Hammond didn't expect was that Dennis Nedry, programmer of all the computer systems on Jurassic Park, is a disgruntled employee. Hammond has been blaming Nedry for cost overruns and delays and has forced him to repair the computer systems without increasing his pay.

To get back at Hammond, Nedry has sabotaged the computer system and is attempting to smuggle several dinosaur embryos off the island to sell to InGen's closest competitor. Nedry has shut down the park's security system long enough to get the embryos to a departing cargo ship, planning to return and reboot the system before being discovered.

Prior to the power failure, Dr. Alan Grant discovered that the Raptors are breeding. The young Raptors have boarded a Jurassic Park cargo ship that is now en route to the mainland. Unless someone contacts the cargo ship, it will dock in Costa Rica and the Raptors will be loose—free to feed on an unsuspecting populace!

You Are There!

You are an engineer on Isla Nublar checking the safety of Jurassic Park. You have been left alone in the Control Room when the power fails and the dinosaurs escape. Your skills are essential to getting Jurassic Park back “on-line” and rescuing the guests and staff trapped in the park. The dinosaurs are hunting them, and they need your help to reach the safety of the heliport:

- **Dr. Alan Grant**—paleontologist
- **Dr. Ellie Sattler**—paleobotanist, works with Dr. Grant
- **Dr. Ian Malcolm**—mathematician and “chaotician”
- **Donald Gennaro**—attorney for Jurassic Park
- **Lex & Tim**—grandchildren of John Hammond
- **Robert Muldoon**—game warden
- **Gerry Harding**—veterinarian
- **John Hammond**—visionary creator of Jurassic Park
- **Dennis Nedry**—computer programmer
- **Henry Wu**—lab technician
- **Ray Arnold**—operations manager

You have access to the Jurassic Park computer system through the Computer Console. There are three main parts to the computer system:

- **Security Tracking**—a network of cameras, communication, and motion control devices all linked to the Computer Console in the Control Room. Use this system to find and rescue the guests and staff.
- **Animal Tracking**—a dinosaur location system.
- **Engineering Systems**—access to the power grid and the communications link to the cargo ship, but only if you can first crack Nedry’s computer locks.

Object of the Game

1. Rescue the guests and staff:

Use the Security Systems to select guests and staff and choose their routes to the heliport. For each leg of the journey you'll have to fight your way through one of three different challenges. The first part of your mission is complete when the people reach the heliport... alive.

2. Recall the cargo ship:

Use the Engineering System to gain access to the computer locks. There are five locks you have to break. After unlocking them all, the reboot icon is activated. Clicking it automatically sends an SOS message to the cargo ship, calling it back to Isla Nublar.

Mission accomplished!

Strategy for Victory

To succeed in your mission, you must help the people in the park move from safe house to safe house and finally to the ultimate safety of the heliport. The safe houses scattered around the island include maintenance sheds, rest rooms, garages, and Hammond's house. Once a person is inside a safe house, he or she cannot be killed. For a person to reach the next point of safety, you must successfully kill or avoid the dinosaur(s) in the vicinity. All the people need to reach the heliport alive!

As time passes, challenge difficulty increases. If you spend too much time on Nedry's computer locks, it may be impossible to beat the dinosaur challenges and rescue the guests! You have to decide the best way to break the computer locks and rescue the guests and staff. Completing the mission in the shortest possible time gives you the best rating.

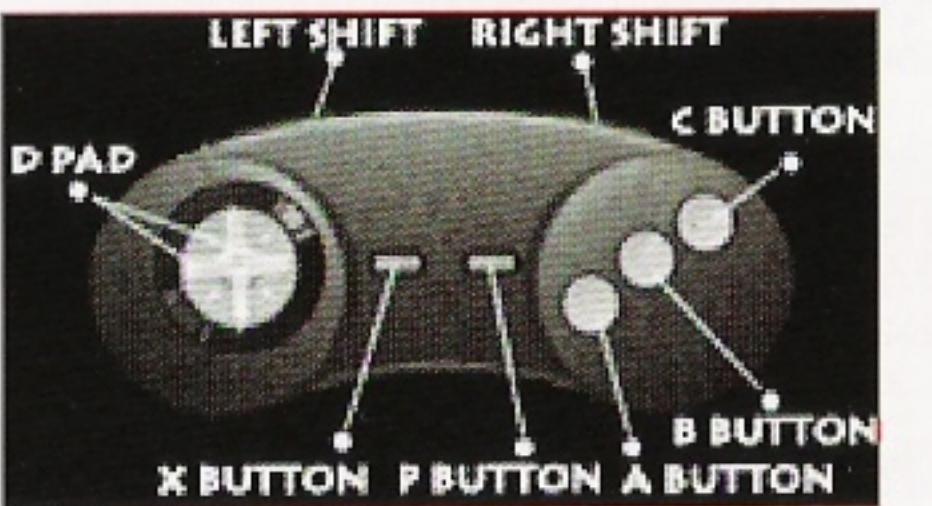
Once the clock starts ticking (24 hours from the time the cargo ship leaves the dock with the Raptors on board) the danger of global chaos is set in motion. The safety of Costa Rica—and the world—is totally in your hands.

Starting The Game

1. Make sure the control pad is plugged into the Control Port on the 3DO™ Interactive Multiplayer™ console. The Interactive Multiplayer™ should be OFF when you plug in the control pad.
2. Turn ON the power switch of your 3DO™ Interactive Multiplayer™. The READY light indicates that the unit is on.
3. Press the OPEN/CLOSE button. The disc tray extends.
4. Insert your game disc into the disc tray with the label up. Press OPEN/CLOSE to retract the tray.

Where to Begin...

You should know how to use the control pad before you enter Jurassic Park. Your life and the lives of others depend on it!



You are at the gated entrance to Jurassic Park and have a choice as to how difficult your mission will be. Press one of these buttons on the control pad:

- A** Normal: rescue 5 people
- B** Intermediate: rescue 7 people
- C** Advanced: rescue 11 people
- X** Load: load a saved game for continued play

Once you select the difficulty level for your adventure, you are taken to the Operations screen on the Computer Console.

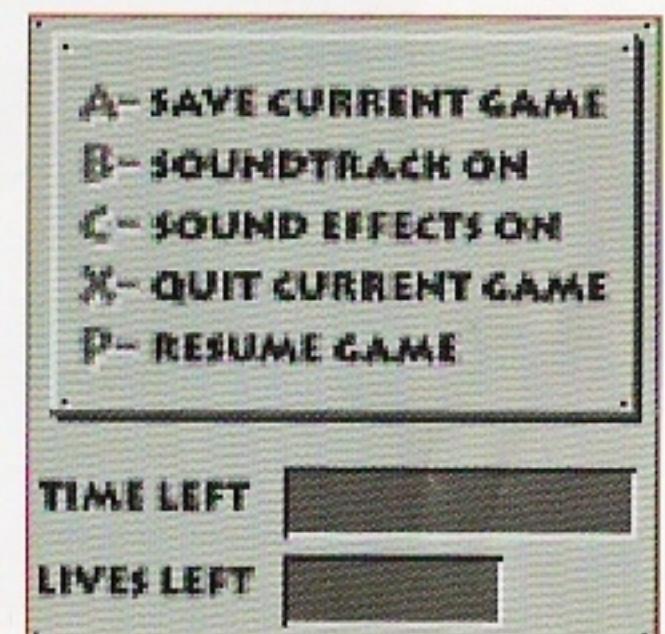
Loading a Game

Press the X button to load a previously saved game. A list of names for the saved games will appear. Click the name of the game you want to resume. You're back in action; the people you saved—or didn't save—and the Nedry locks you broke remain the same. Good luck on completing your adventure and getting out of Jurassic Park alive!

To save a game, see the "Winning" section later in this book.

Pausing a Game

Anytime during a game, you can press the P button to temporarily stop the action and see your game statistics—the number of people you've saved and the time left before the cargo ship reaches Costa Rica. From the Pause screen, you can choose to save the game, turn the soundtrack music ON/OFF, turn the sound effects ON/OFF, quit the current game, or resume play.



The Computer Console

The computer console has several displays:

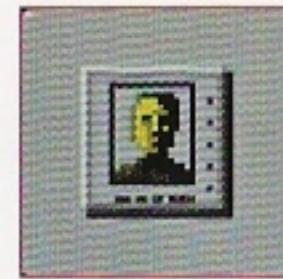
The island map on the left gives you a bird's eye view of the island. People icons show where the guests are located. The heliport is at the lower end of the island.

The video window on the upper right is linked to the many cameras and motion detectors on the island.

The system selector icons on the lower right give you three options for action: Security Tracking to rescue guests, Animal Tracking to show dinosaur locations, and Engineering to access Nedry's computer locks and turn on the power.



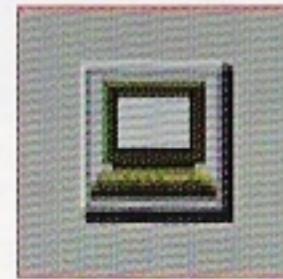
Move the pointer hand using the D-pad on the Control Pad or use the LEFT/RIGHT shift buttons to cycle through the choices. Place the pointer hand over one of the three icons. Click the icon by pressing the A button.



- Click the Security Tracking icon to rescue the people on the island.



- Click the Animal Tracking icon to display the locations of the various dinosaurs on the island.



- Click the Engineering icon to break Nedry's computer locks and turn on the power to call back the cargo ship.

Security Tracking: Rescue the Guests and Staff

Select Security Tracking

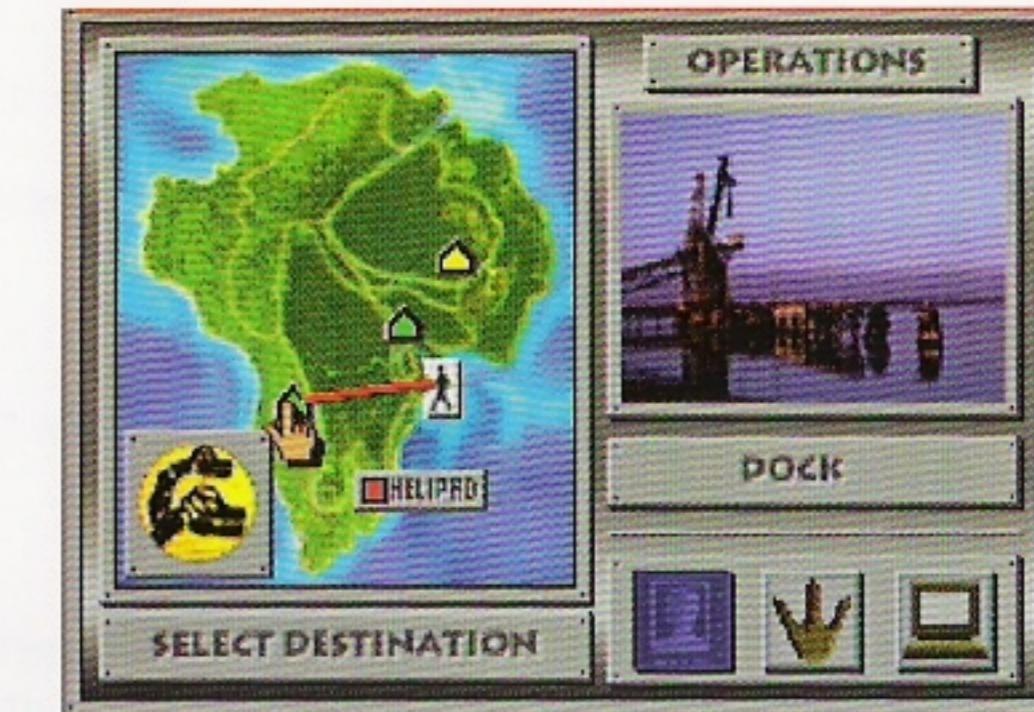
Activate Security Tracking by clicking the Security Tracking icon (move the pointer hand over the icon or cycle through the selections by using the LEFT/RIGHT shift buttons and press the A button on the control pad). This lets you see where the people are located on the island.

Select a Person to Rescue



Moving the pointer hand over a person icon on the map displays that person's name and picture in the video window. Click on a person's icon to rescue him or her. After clicking a person icon, select a destination.

Select A Destination



Moving the pointer hand over a destination icon displays the destination. Press the A button to select that destination. Complete the challenge associated with that destination to successfully move the person selected.

Defeat The Dinosaurs

You must defeat the dinosaurs to rescue the guests and staff. If you win, the person lives and moves one step closer to the heliport. If you lose, the person dies.

The three Jurassic Park dino-challenges are the:

- **Spitter Shoot**
- **T-Rex Chase**
- **Raptor Maze**

Spitter Shoot

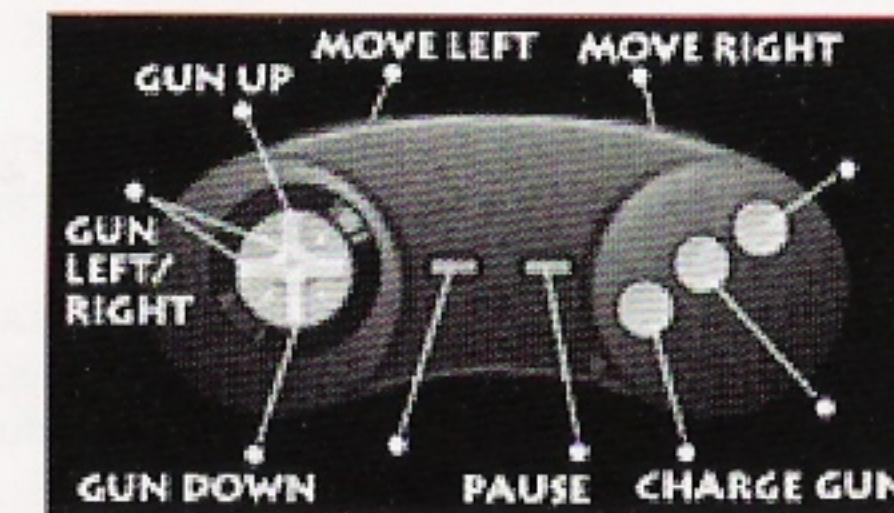
Goal: Kill all the hostile Spitters to advance through the jungle.

You're in the jungle, trying to get to the next safe house. This is Dilophosaurus territory! These kangaroo-like animals make a curious hooting sound that precedes their deadly attack. They kill by first spitting on their prey with a lethal, tar-like venom that blinds and paralyzes the victim.

You've got your electro-stun gun in hand, but the tricky part is distinguishing the hostile Spitters from the non-hostile Spitters. If you shoot at a non-hostile Spitter and don't kill it, it will turn hostile and track you down. You can tell a hostile Spitter by watching the way it acts. Spitter icons in the upper left corner show how many hostile Spitters are hunting you. If you only injure a Spitter, the red bar beneath the icon shrinks, showing decreased life force. When you fully deplete a Spitter's life force, it will fly off into the depths of the jungle and its icon will be crossed out.

Try to hit the hostile Spitters before they spit on you. If you take too much spit, your sight will dim. Once the lights go out, you're completely helpless and the Spitters will attack.

Control Summary



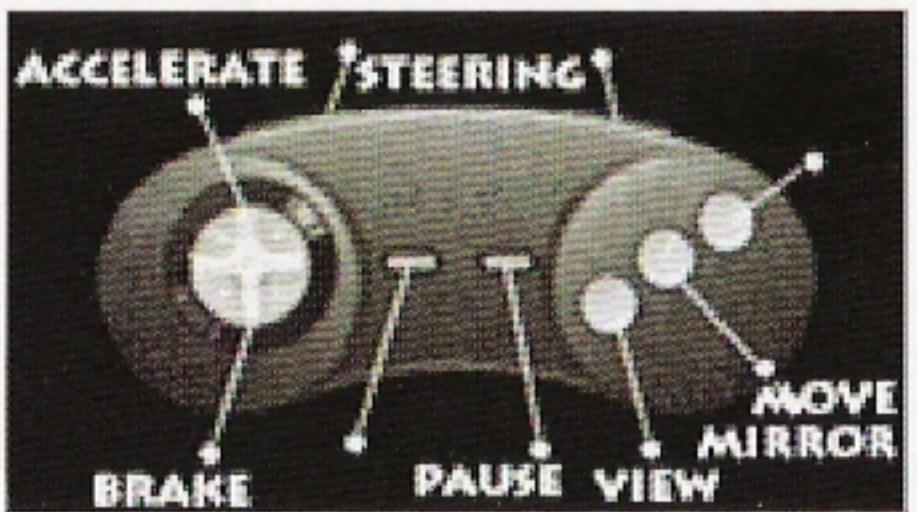
1. Press the D-pad to aim the gun.
2. Press the RIGHT/LEFT shift button to move sideways through the jungle.
3. Hold the A button to charge the gun. Release to shoot. The Charge icon lights up when the gun is charging. The Battery icon dims as your battery wears out.
4. Press the P button to pause the game and display the Pause screen options.

T-Rex Chase

Goal: Reach the safe house before the T-Rex gets you.

You're in an Explorer driving to the next safe house and the ferocious T-Rex is chasing close behind. He's already eaten one Jurassic Park employee, and you could be next on the menu! You have to maneuver around obstacles in the road and outwit the T-Rex with your driving. The odometer on the dashboard tells you how far you have to go to escape the T-Rex. When the odometer reads 0, you and your passenger are safe... at least for now. The only weapon you have is your skill behind the wheel! The T-Rex can run up to 40 miles per hour, so you'd better step on it. But be careful—the T-Rex is also attracted to sudden fast movements...

Default Control Summary



1. Press UP on the D-pad to accelerate and move forward.
2. Press the RIGHT/LEFT shift buttons to steer RIGHT/LEFT.
3. Press the P button to pause the game and display the Pause screen options.

Customizing the Driving Controls

The first time you play, you will be given the option to select your preferred driving control layout. Press the D-pad LEFT/RIGHT to see your options. Then press the P button to start the chase. You can also change the default driving controls at any time during the chase by pressing the P button.

Raptor Maze

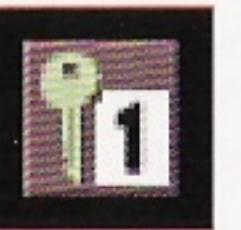
Goal: Find keys and open exit door to escape.

You're in the hallway of one of the buildings in the park and the Raptors are stalking you. Your only chance of survival is to outwit these cunning creatures. Raptors hunt in groups, frequently leading their prey into surprise ambushes.

You have to be one step ahead and lead the Raptors into places where you can trap them behind closed doors. You also need to find a key to open the exit door and escape the building. Each successive Raptor Maze challenge is more difficult, with more doors, more keys, and... more Raptors.

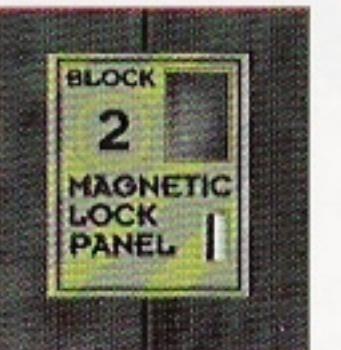
You start in the main hallway. The exit door is at the far end of the main hallway. To leave the building you must find the key to the exit door, which is hidden in one of the five blocks of rooms located off the main hallway.

Enter the rooms through the blue doors, each of which is marked with a number on the wall. You start with the key to room block #1, which is indicated by the key icon in the upper left hand corner of the screen.



This icon indicates that you have access to room block #1.

To get keys to the doors to the other rooms, stand in front of the lock box you find in each room block and press the A button. In the upper levels of the game you will have to search more than one block of rooms to find the successive lock boxes, ending with the lock box containing the key to the exit door.



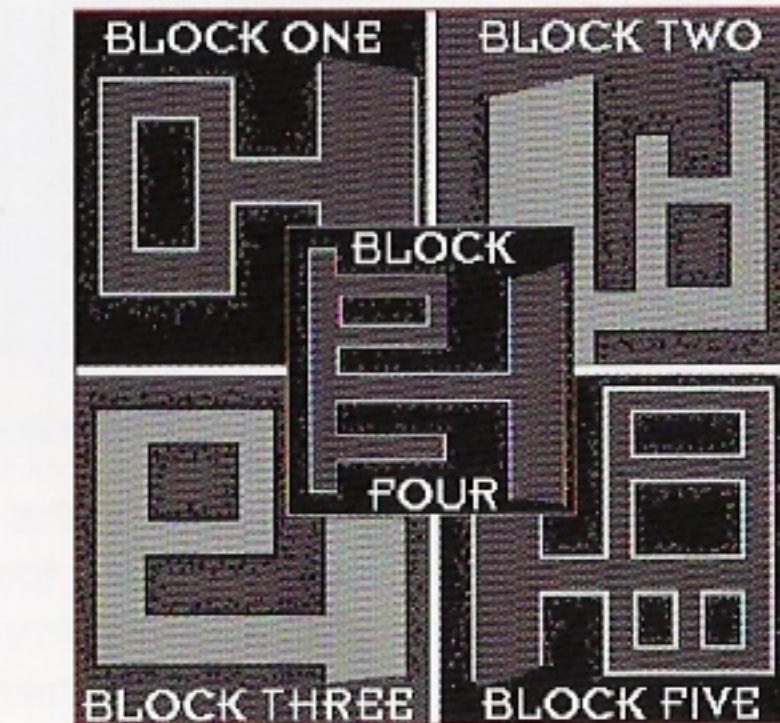
Look for this lock box to get the key to the next door.



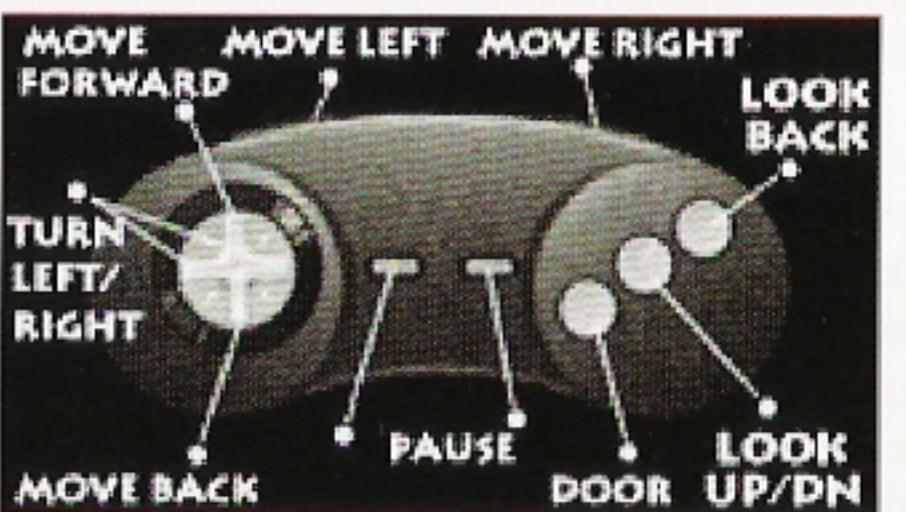
This icon appears on your screen once you've found the exit key.

You may have to lure the Raptors deep within the mazes of each block of rooms, closing door and gates behind you, while you quickly make your way back to the main hallway. The raptors are smart and will soon learn how to open the door and gates, so you'd better act fast. Once a Raptor is trapped behind the blue door leading to a block of rooms, it cannot get out. It's therefore wise to avoid re-entering a room block you've already explored, unless, of course, you forgot to get the key to the next block...

These maps may help you to maneuver through the blocks of rooms. Good luck and watch your back!



Control Summary



1. Press UP on the D-pad to go forward.
Press RIGHT to go to the right and
LEFT to go to the left.
2. Press the A button to open doors and pick up
keys that can open locked doors.
3. Press the P button to pause the game and display
the Pause screen options.

Animal Tracking: Location of Dinosaurs

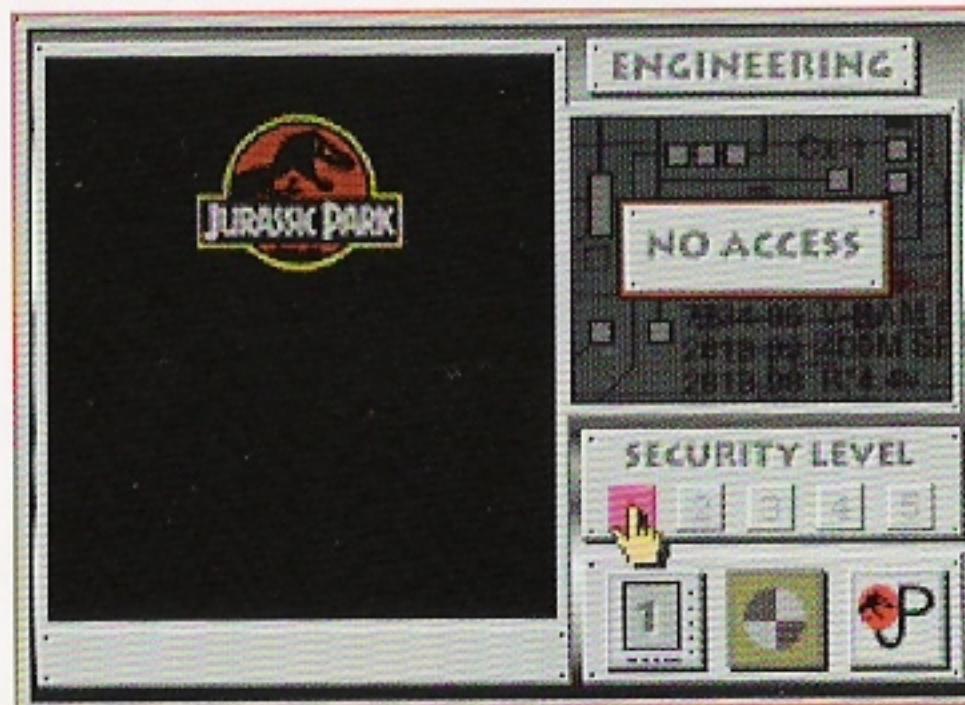
When you activate the Animal Tracking devices, icons appear on the island map showing the locations of the various dinosaurs. Moving the pointer hand over a dinosaur icon on the map displays a picture of the dinosaur with its name.

Engineering: Break Computer Locks to Recall Ship

Clicking the Engineering icon takes you to the control screen of Nedry's computer.

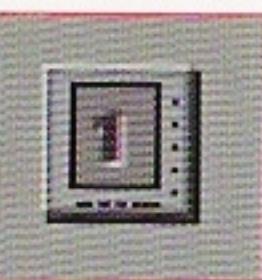
The Engineering screen gives access to the Nedry computer locks. There are five computer locks you have to break, in sequential order, to turn on the power to activate the reboot button. Click it to send an SOS to the cargo ship to call it back to the island.

Computer Security Locks

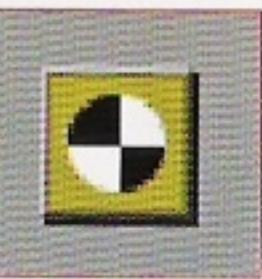


Move the pointer hand using the D-pad on the Control Pad or use the LEFT/RIGHT shift buttons to cycle through the choices. Place the pointer hand over one of the three icons and click it by pressing the A button.

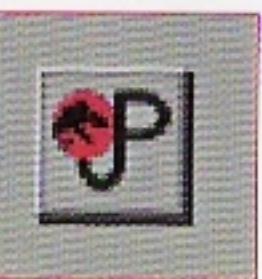
Break the five locks by scoring 20,000 points on each game (but watch out—Nedry has a warped sense of humor and sometimes simply scoring points won't be enough).



- Click the Number icon (1, 2, 3, 4, 5) to select the next lock.



- Click the Target icon to reboot the system and recall the cargo ship—but only after you break all five computer locks.



- Click the JP icon to go back to the Computer Console at any time.

Lock 1: Spit Doom

Lock 2: Dactyl Scream

Lock 3: Dino Egg 'em

Lock 4: Tricerastomp

Lock 5: Rap Attack

Winning

To WIN at Jurassic Park Interactive you need to:

- Get the people safely to the heliport.
- Break all of Nedry's computer locks.
- Call back the cargo ship with the stowaway Raptors aboard.

Game Over

There are four circumstances that trigger the termination of a game:

- All the people on the island are dead.
- All the people on the island made it safely to the heliport.
- You pause (press the P button) and save the game.
- You pause and quit the game.

Your Rating

Your game rating is based on:

- How many people you rescued.
- Whether or not you called back the cargo ship.

Rating Screen

A rating screen appears when the game is over, ranking you in one of the following categories according to accomplishments and performance:

- 1. T-Rex:** You rescued all the people, broke all five computer locks, and recalled the cargo ship in time.
- 2. Raptor:** You rescued almost all of the people, broke all five computer locks, and recalled the cargo ship in time.
- 3. Spitter:** You rescued most of the people, but didn't signal the cargo ship before it reached Costa Rica.
- 4. Trike:** You rescued only a few people and didn't signal the cargo ship before it reached Costa Rica.
- 5. Brach:** You killed everyone, you couldn't break the computer locks, and the cargo ship docked in Costa Rica, setting loose the Raptors for a feeding frenzy on the world. Don't quit your day job!

High Score Table

A High Score Table appears after the Rating screen display, showing the initials and statistical ratings of the five best Jurassic Park Interactive players on your Interactive Multiplayer™. There is a separate High Score Table for each level of game difficulty: Normal, Intermediate, and Advanced. The High Score Table gives the highest rating game statistics, including:

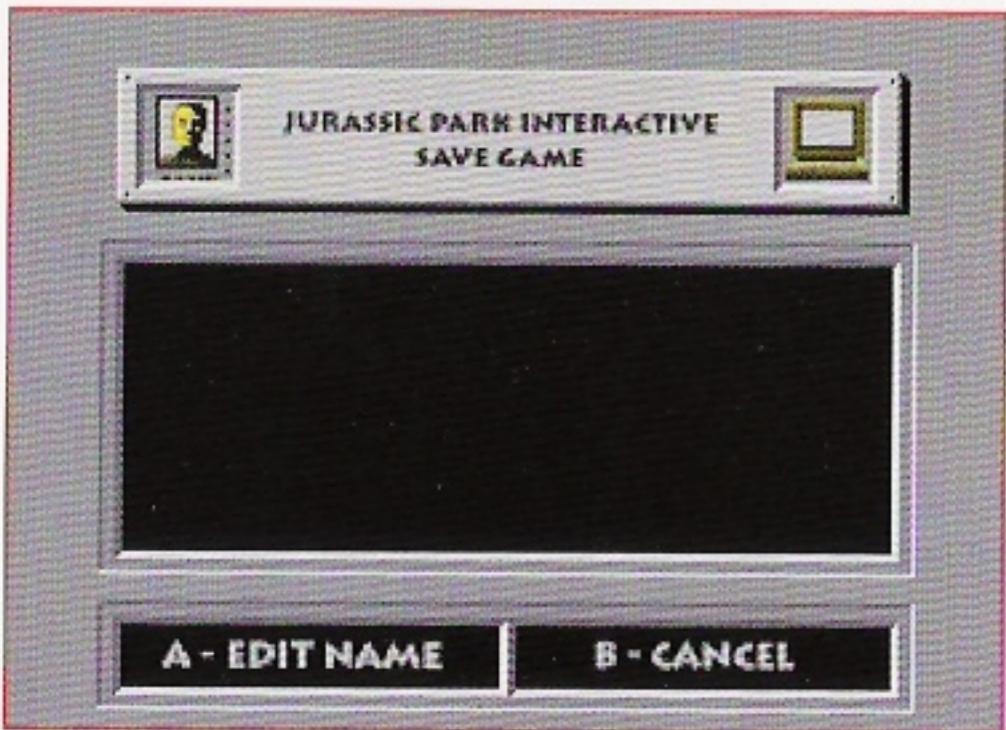
- Player's initials
- Number of people saved
- Elapsed time for completing the mission
- Whether or not the cargo ship was alerted

Saving a Game

You can save a game that is in play, recording your accomplishments to that point, so you can return to the same situation at another time. You can save a game at any time and in any situation during a game.

Use these steps to save a game:

1. Press the P button to pause the game. The Pause screen appears.
2. Press the A button to save the game. The Save Game dialog box appears.



Leaving Jurassic Park

You can leave Jurassic Park at any time for the safety of your own home or to start over on a new adventure. When you exit, your current game is terminated and you are returned to the entrance gates of Jurassic Park.

1. To leave Jurassic Park, press the P button to display the options screen.
2. Choose QUIT from the options screen.
3. To start a new adventure in Jurassic Park, select a difficulty level for the adventure at the Jurassic Park entrance gates by pressing the A, B, or C button.
4. To go home, press the OPEN/CLOSE button on the Multiplayer. When the disc tray extends, remove the game disc. Press OPEN/CLOSE a second time to retract the tray.

3. To give the game a name, press UP on the D-pad to cycle through the letters of the alphabet. Once you've reached a letter you want, press RIGHT on the D-pad to move the cursor to the right for the next letter.

4. Press the A button to save the game (at its current state). Game play resumes and your game up to that point in time is saved with the name you gave it.

NOTE: If you want to load a game you saved, see the "Where to Begin" section earlier in this book.

Credits

Produced by Studio 3DO

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Oren Tversky *Software Engineer*
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Peter Carlson *Graphic Artist*
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Muthers Recording Studio

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Dr. Alan Grant *Sam Taylor*
Dr. Ellie Sattler *Joan Harris*
Dr. Ian Malcolm *Frank Paturzo*
John Hammond *Les Hedger*
Dennis Nedry *Les Hedger*

Special Acting Thanks to

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Make Up Artist

Jenny Zielon

Package Design

Wilson Design Group

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Attn: Warranty Department

100 Universal City Plaza

Universal City, CA 91608